

Secure Compilation

Amal Ahmed

Northeastern University

Secure Compilation

building compilers that ensure
security properties of **source** programs
are **preserved** in **target** programs

Java source code

```
package Bank;

public class Account{
    private int balance = 0;

    public void deposit( int amount ) {
        this.balance += amount;
    }
}
```

Java source code

```
package Bank;

public class Account{
    private int balance = 0;

    public void deposit( int amount ) {
        this.balance += amount;
    }
}
```

Java source code

```
package Bank;

public class Account{
    private int balance = 0;

    public void deposit( int amount ) {
        this.balance += amount;
    }
}
```

compiled to C target code

```
typedef struct account_t {
    int balance = 0;
    void ( *deposit ) ( struct Account*, int ) = deposit_f;
} Account;

void deposit_f( Account* a, int amount ) {
    a->balance += amount;
    return;
}
```

Java source code

```
package Bank;

public class Account{
    private int balance = 0;

    public void deposit( int amount ) {
        this.balance += amount;
    }
}
```

compiled to C target code

```
typedef struct account_t {
    int balance = 0;
    void ( *deposit ) ( struct Account*, int ) = deposit_f;
} Account;

void deposit_f( Account* a, int amount ) {
    a->balance += amount;
    return;
}
```

Java source code

```
package Bank;

public class Account{
    private int balance = 0;

    public void deposit( int amount ) {
        this.balance += amount;
    }
}
```

compiled to C target code

```
typedef struct account_t {
    int balance = 0;
    void ( *deposit ) ( struct Account*, int ) = deposit_f;
} Account;

void deposit_f( Account* a, int amount ) {
    a→balance += amount;
    return;
}
```

Java source code

```
package Bank;

public class Account{
    private int balance = 0;

    public void deposit( int amount ) {
        this.balance += amount;
    }
}
```

compiled to C target code

```
typedef struct account_t {
    int balance = 0;
    void ( *deposit ) ( struct Account*, int ) = deposit_f;
} Account;

void deposit_f( Account* a, int amount ) {
    a->balance += amount;
    return;
}
```

Java source code

```
package Bank;

public class Account{
    private int balance = 0;

    public void deposit( int amount ) {
        this.balance += amount;
    }
}
```

compiled to C target code

```
typedef struct account_t {
    int balance = 0;
    void ( *deposit ) ( struct Account*, int ) = deposit_f;
} Account;

void deposit_f( Account* a, int amount ) {
    a->balance += amount;
    return;
}
```

context

Java source code

```
package Bank;

public class Account{
    private int balance = 0;

    public void deposit( int amount ) {
        this.balance += amount;
    }
}
```

- gap between source
and target abstractions

compiled to C target code

```
typedef struct account_t {
    int balance = 0;
    void ( *deposit ) ( struct Account*, int ) = deposit_f;
} Account;

void deposit_f( Account* a, int amount ) {
    a->balance += amount;
    return;
}
```

context

Java source code

```
package Bank;

public class Account{
    private int balance = 0;

    public void deposit( int amount ) {
        this.balance += amount;
    }
}
```

- gap between source
and target abstractions

- need some mechanism
to hide **balance** in target

compiled to C target code

```
typedef struct account_t {
    int balance = 0;
    void ( *deposit ) ( struct Account*, int ) = deposit_f;
} Account;

void deposit_f( Account* a, int amount ) {
    a->balance += amount;
    return;
}
```

context

Java source code

```
package Bank;

public class Account{
    private int balance = 0;

    public void deposit( int amount ) {
        this.balance += amount;
    }
}
```

- gap between source and target abstractions

- need some mechanism to hide **balance** in target

compiled to C target code

```
typedef struct account_t {
    int balance = 0;
    void ( *deposit ) ( struct Account*, int ) = deposit_f;
} Account;

void deposit_f( Account* a, int amount ) {
    a->balance += amount;
    return;
}
```

context

- how do we prove that compiler preserves security properties ... and how are source properties expressed

More source-level abstractions and
target-level attacks

Security properties as program
equivalences

Security Properties as Program Equivalences

Example: Confidentiality

```
private secret : Int = 0;  
  
public setSecret() : Int {  
    secret = 1;  
    return 0;  
}
```

Security Properties as Program Equivalences

Example: Confidentiality

```
private secret : Int = 0;

public setSecret() : Int {
  secret = 1;
  return 0;
}
```

```
private secret : Int = 0;

public setSecret( ) : Int {
  secret = 0;
  return 0;
}
```

Security Properties as Program Equivalences

Example: Integrity

```
public proxy( callback : Unit → Unit )
  : Int {
  var secret = 0;
  callback();

  return 0;
}
```

Security Properties as Program Equivalences

Example: Integrity

```
public proxy( callback : Unit → Unit )
  : Int {
  var secret = 0;
  callback();
  return 0;
}
```

```
public proxy( callback : Unit → Unit )
  : Int {
  var secret = 0;
  callback();
  if ( secret == 0 ) {
    return 0;
  }
  return 1;
}
```

Security Properties as Program Equivalences

Example: Unbounded vs. finite memory

```
public kernel( n : Int, callback : Unit  
    → Unit ) : Int {  
    for (Int i = 0; i < n; i++){  
        new Object();  
    }  
    callback();  
    // security-relevant code  
    return 0;  
}
```

Security Properties as Program Equivalences

Example: Unbounded vs. finite memory

```
public kernel( n : Int, callback : Unit  
    → Unit ) : Int {  
    for (Int i = 0; i < n; i++){  
        new Object();  
    }  
    callback();  
    // security-relevant code  
    return 0;  
}
```

```
public kernel( n : Int, callback : Unit  
    → Unit ) : Int {  
    callback();  
    // security-relevant code  
    return 0;  
}
```

Security Properties as Program Equivalences

Example: Memory Allocation Order

```
public newObjects( ) : Object {  
    var x = new Object();  
    var y = new Object();  
    return x;  
}
```

Security Properties as Program Equivalences

Example: Memory Allocation Order

```
public newObjects( ) : Object {  
    var x = new Object();  
    var y = new Object();  
    return x;  
}
```

```
public newObjects( ) : Object {  
    var x = new Object();  
    var y = new Object();  
    return y;  
}
```

Other Examples

Example: Typed source to untyped target



Other Examples

Example: target can disrupt well-bracketed control flow when calls and returns are just jumps as in assembly

Example: target with first-class control can manipulate continuations to leak data

I. Preserving security properties expressed as some form of equivalence

- contextual equivalence

(different for C, ML, Gallina, DSLs)

I. Preserving security properties expressed as some form of equivalence

- contextual equivalence
(different for C, ML, Gallina, DSLs)
- observer-sensitive equivalence
(e.g., noninterference in security-typed languages)

I. Preserving security properties expressed as some form of equivalence

- contextual equivalence
(*different for C, ML, Gallina, DSLs*)
- observer-sensitive equivalence
(*e.g., noninterference in security-typed languages*)
- timing/resource-sensitive equivalence
(*e.g., security of constant-time code*)

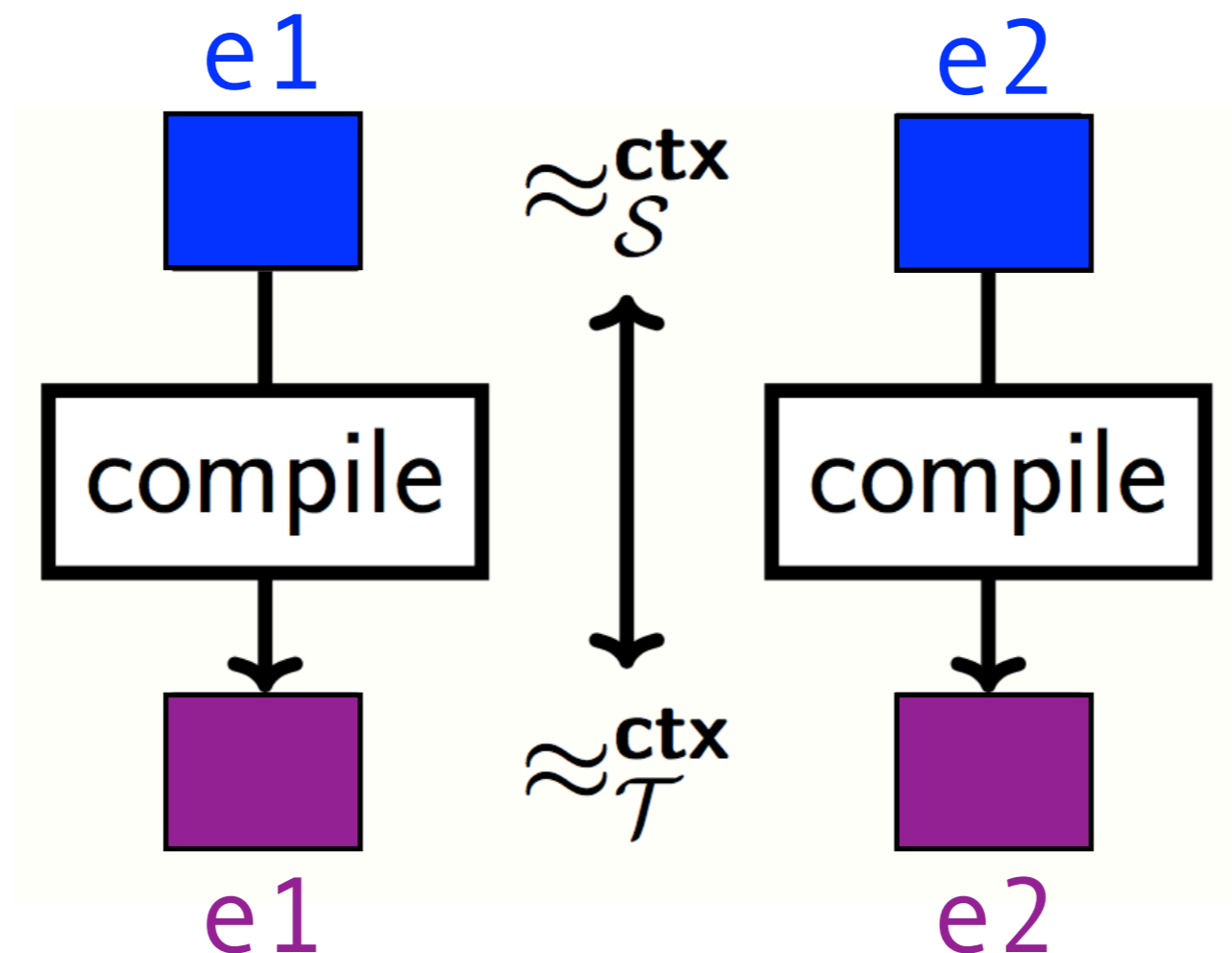
1. Preserving security by preserving equivalence
2. Different compilation targets and threat models
 - is the target language typed or untyped?
 - what observations can the attacker make?

1. Preserving security by preserving equivalence
2. Different compilation targets and threat models
 - is the target language typed or untyped?
 - what observations can the attacker make?
3. Different ways of enforcing secure compilation
 - static checking
 - dynamic checking (e.g., runtime monitoring, cryptographic & hardware enforcement)

1. Preserving security by preserving equivalence
2. Different compilation targets and threat models
 - is the target language typed or untyped?
 - what observations can the attacker make?
3. Different ways of enforcing secure compilation
 - static checking
 - dynamic checking (e.g., runtime monitoring, cryptographic & hardware enforcement)
4. Proof techniques
 - "back-translating" target attackers to source

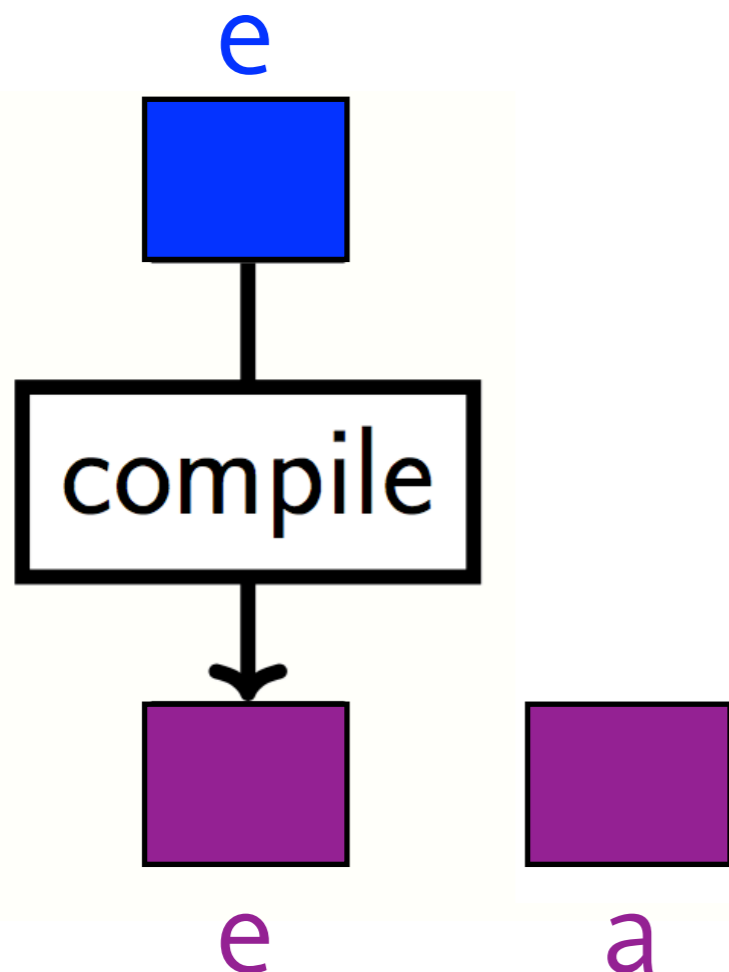
Fully Abstract Compilation

Preserve and reflect contextual equivalence



Fully Abstract Compilation

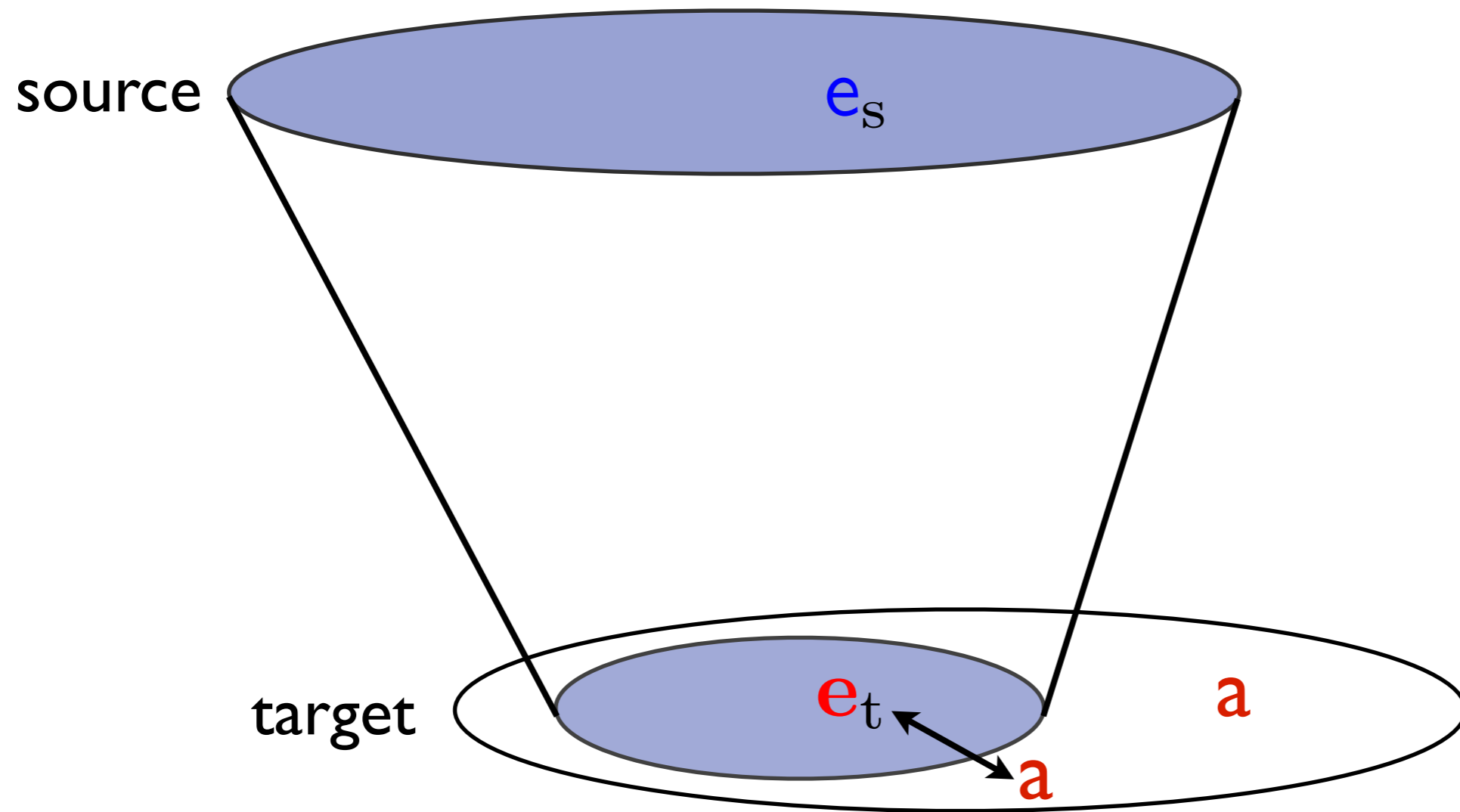
Preserve contextual equivalence



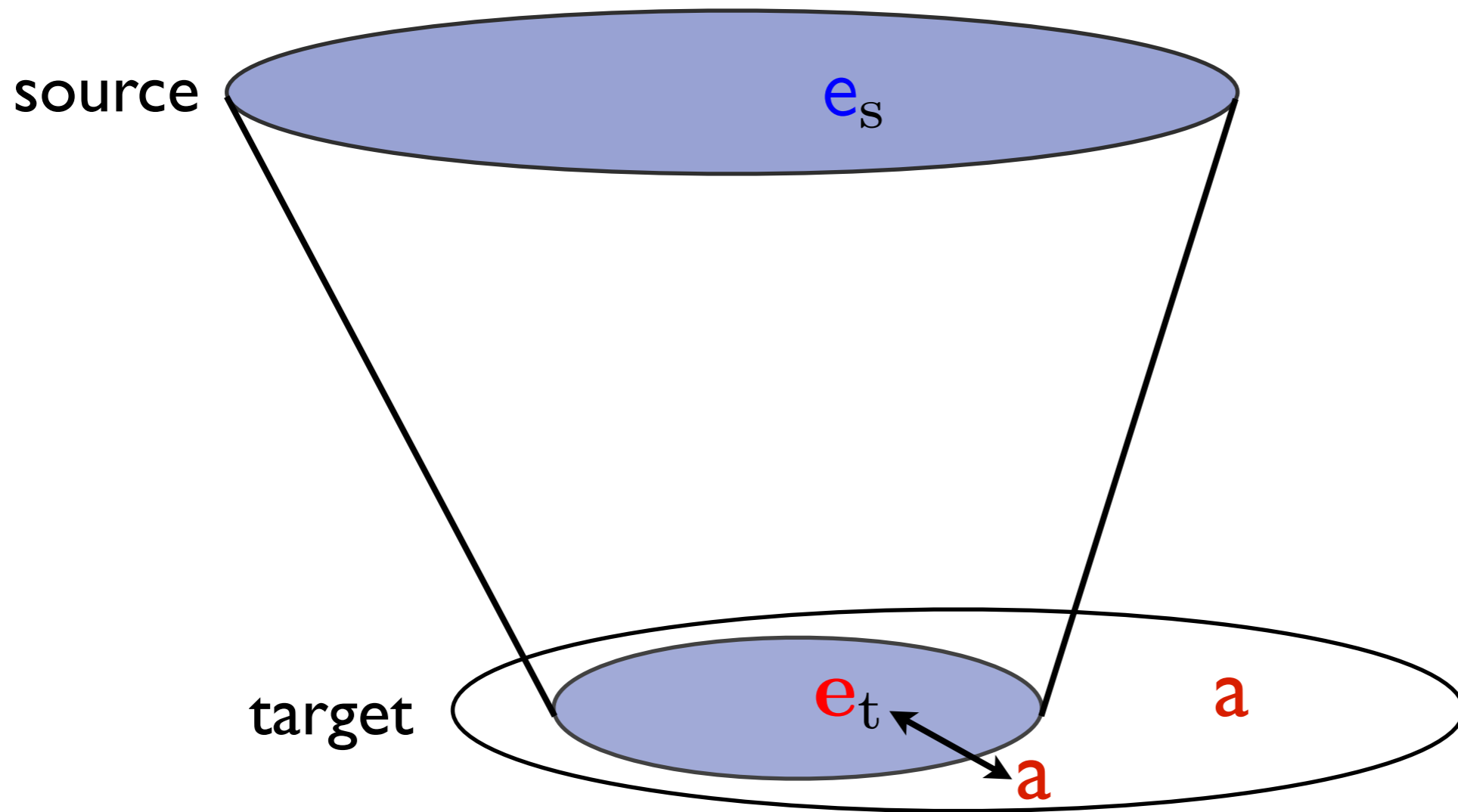
Guarantees that e will remain as secure as e when executed in arbitrary target-level contexts

i.e. target contexts (attackers a) can make no more observations about e than a source context can make about e

Ensuring Full Abstr. / Secure Comp.

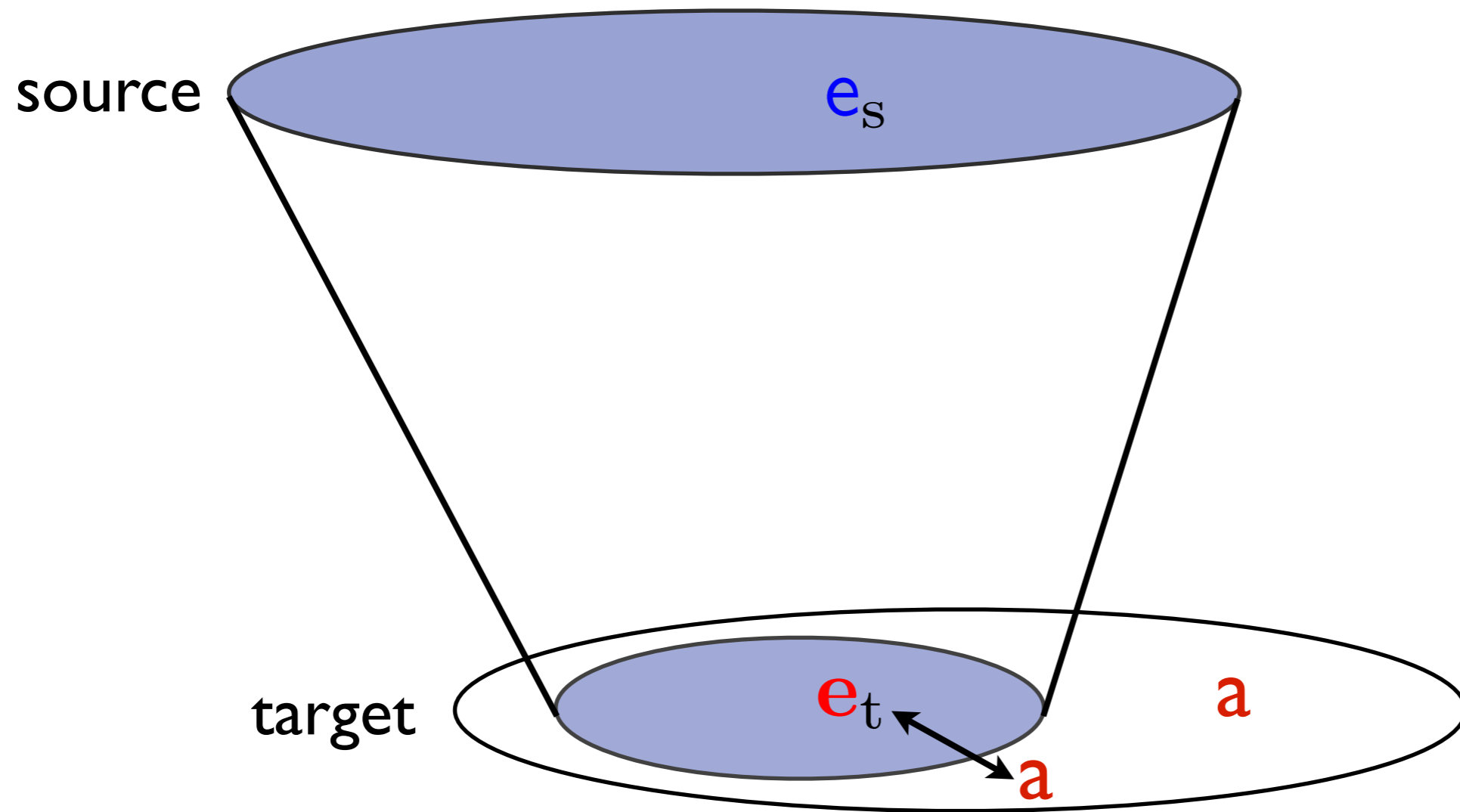


Ensuring Full Abstr. / Secure Comp.

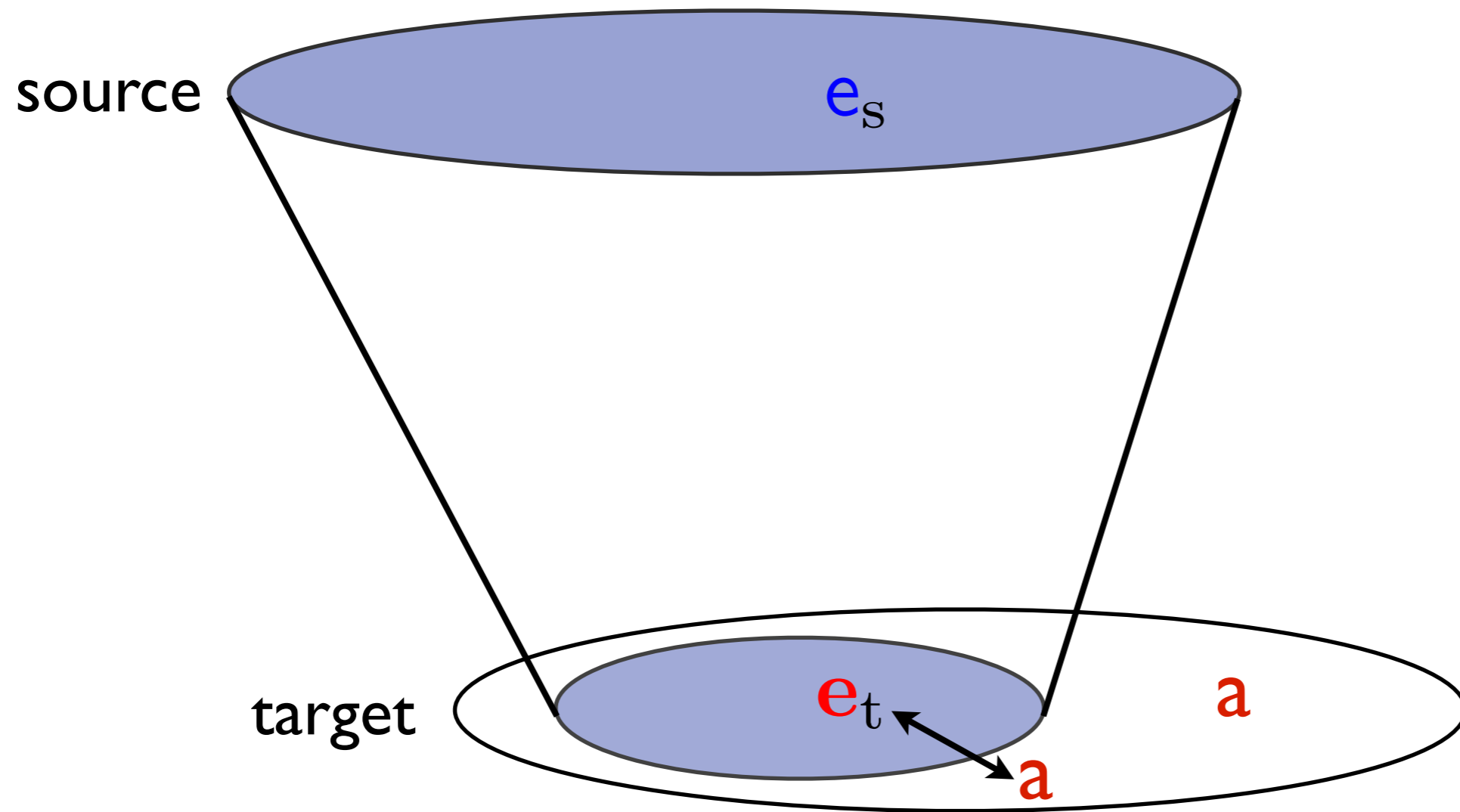


Must ensure that any a we link with behaves like some source context

Ensuring Full Abstr. / Secure Comp.

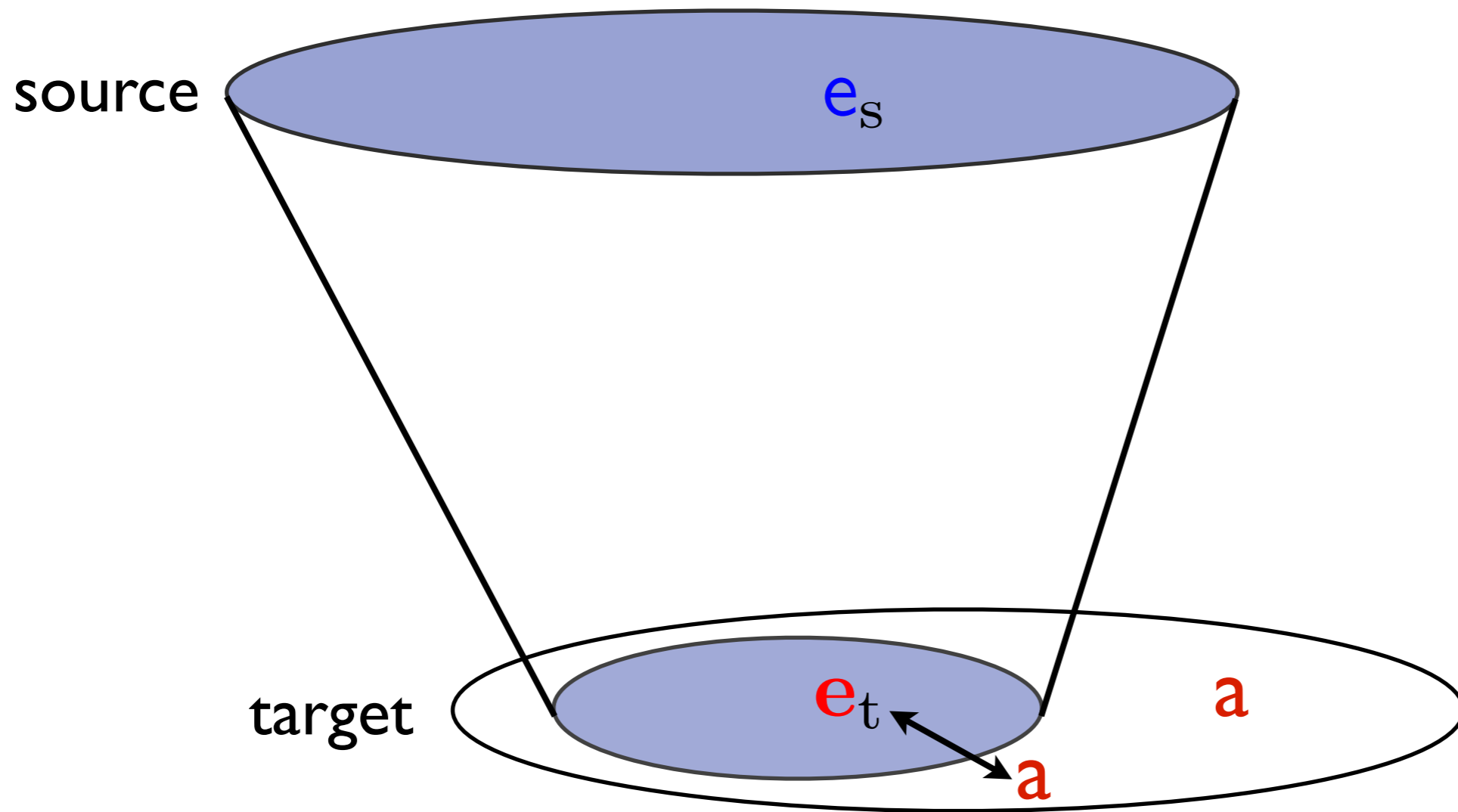


Ensuring Full Abstr. / Secure Comp.



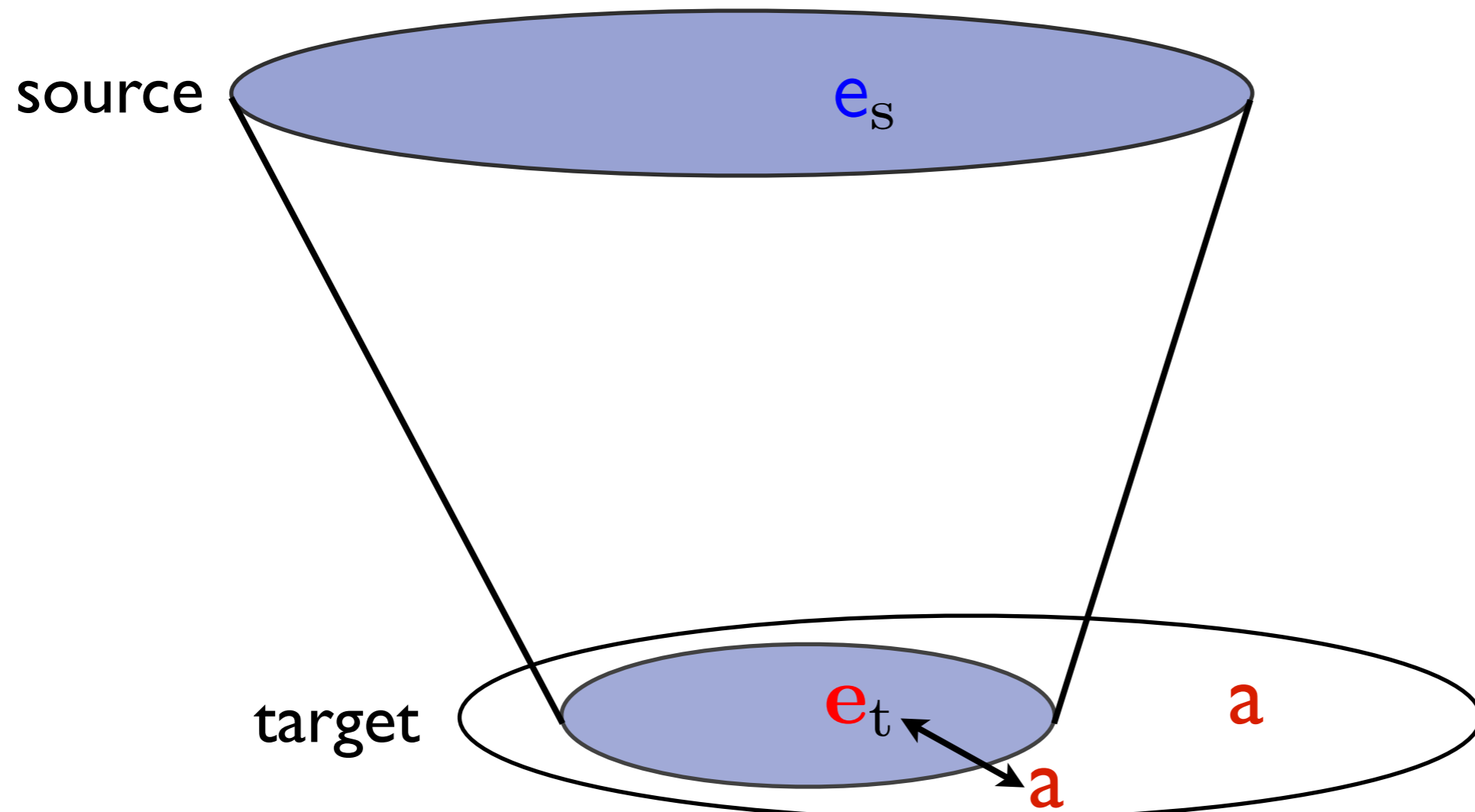
I. Add target features to the source language.

Ensuring Full Abstr. / Secure Comp.



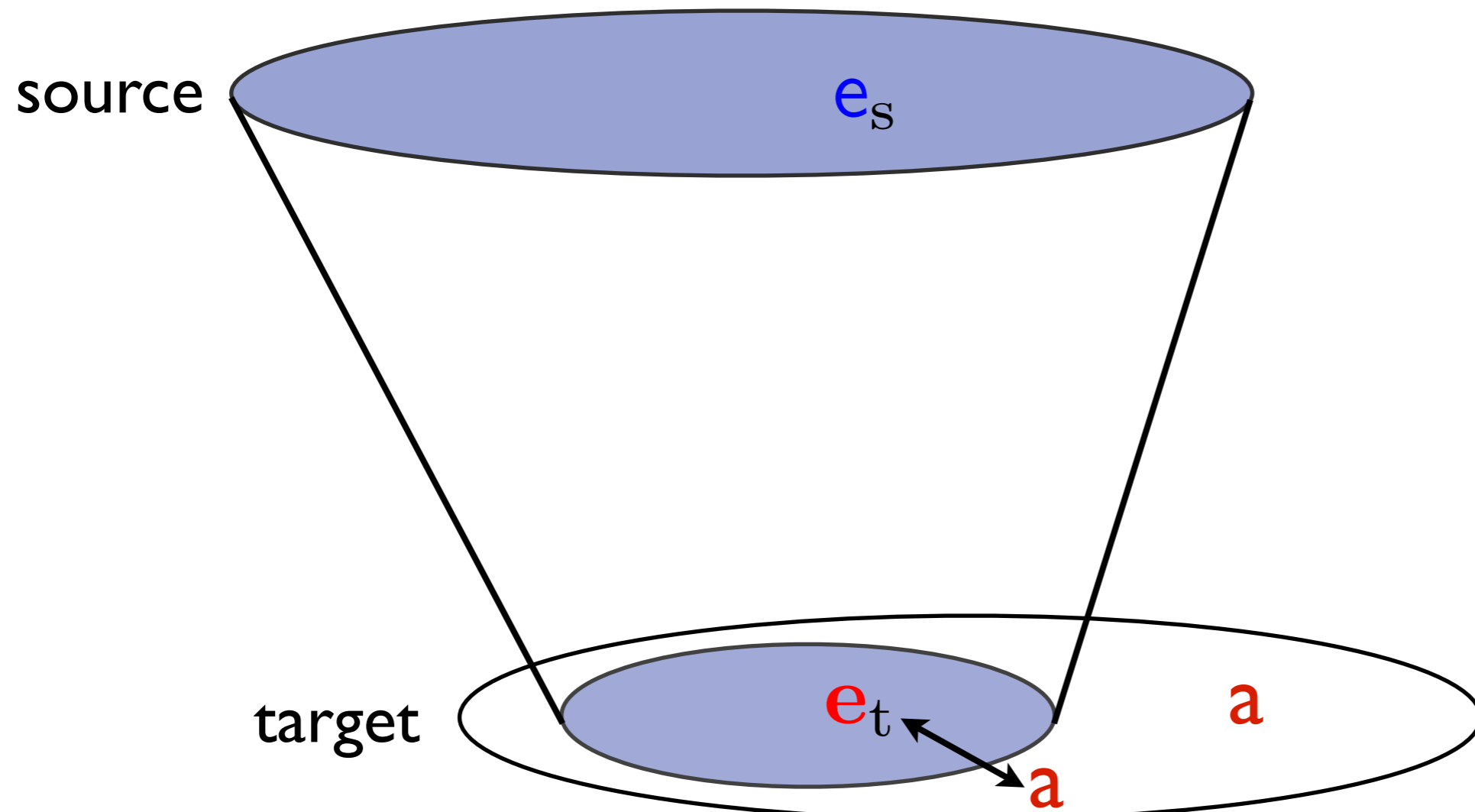
I. Add target features to the source language. **Bad!**

Ensuring Full Abstr. / Secure Comp.



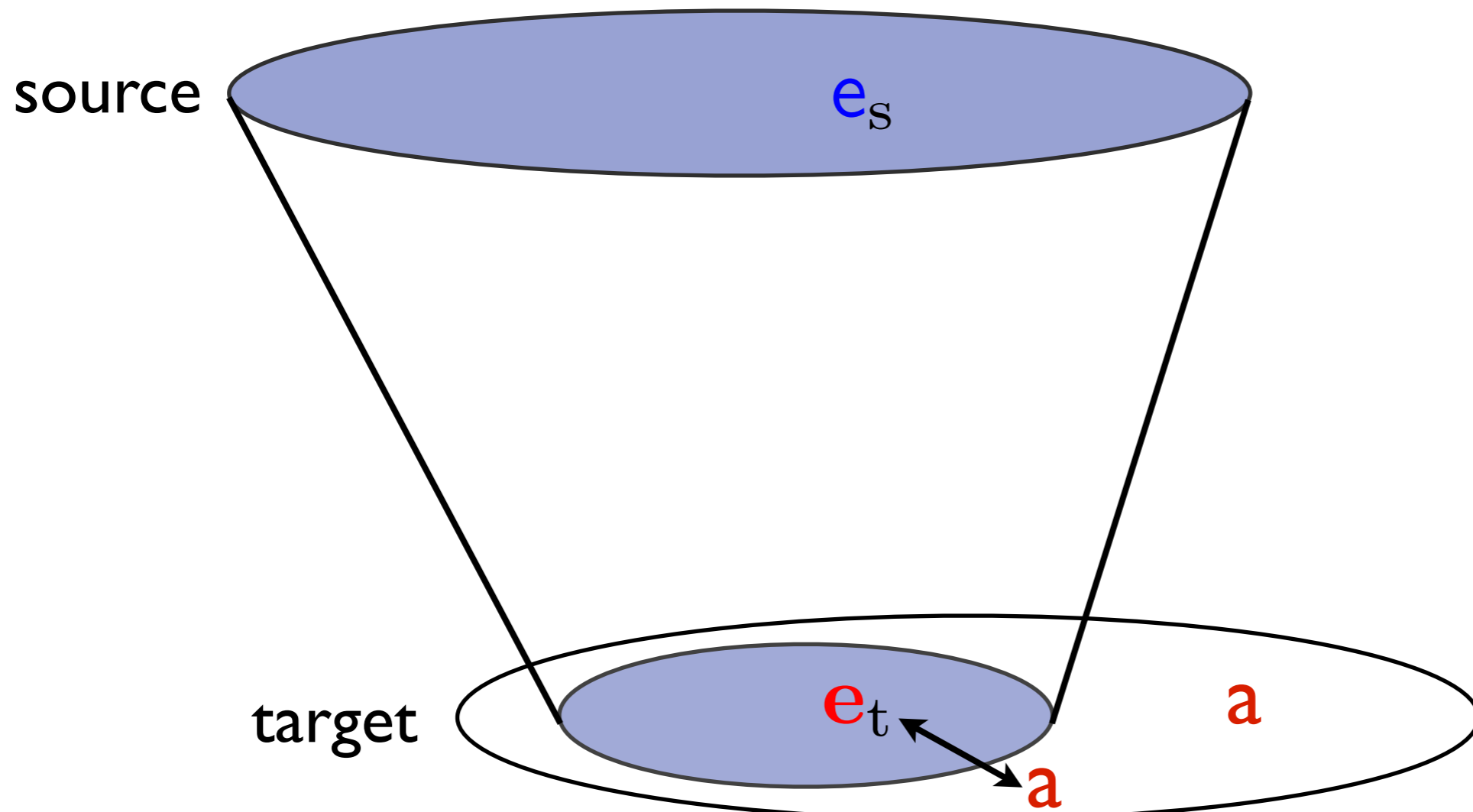
1. Add target features to the source language. **Bad!**
2. Dynamics checks: catch badly behaved code in the act.

Ensuring Full Abstr. / Secure Comp.



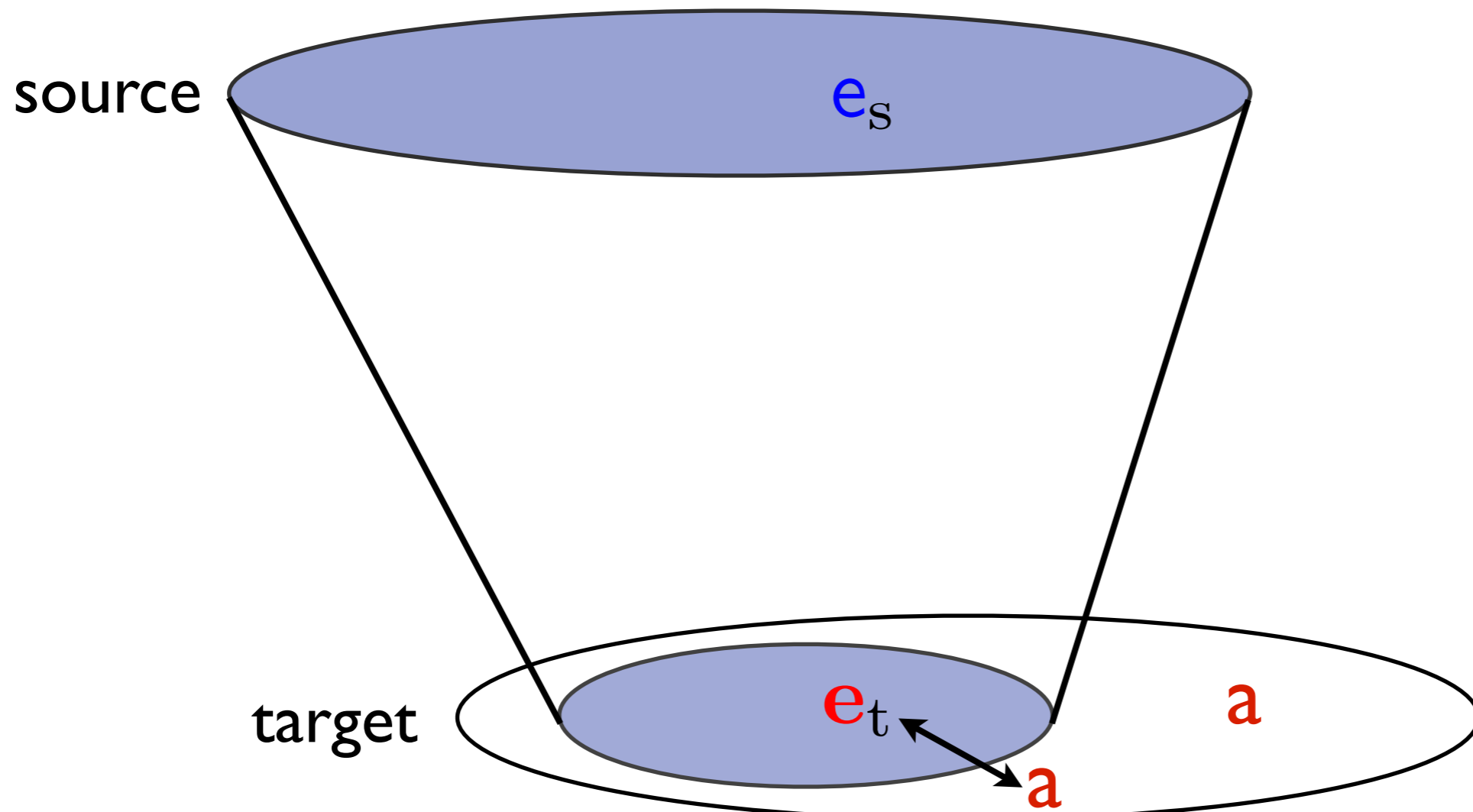
1. Add target features to the source language. **Bad!**
2. Dynamics checks: catch badly behaved code in the act.
Performance cost

Ensuring Full Abstr. / Secure Comp.



1. Add target features to the source language. **Bad!**
2. Dynamics checks: catch badly behaved code in the act.
Performance cost
3. Static checks: rule out badly behaved code in the first place

Ensuring Full Abstr. / Secure Comp.



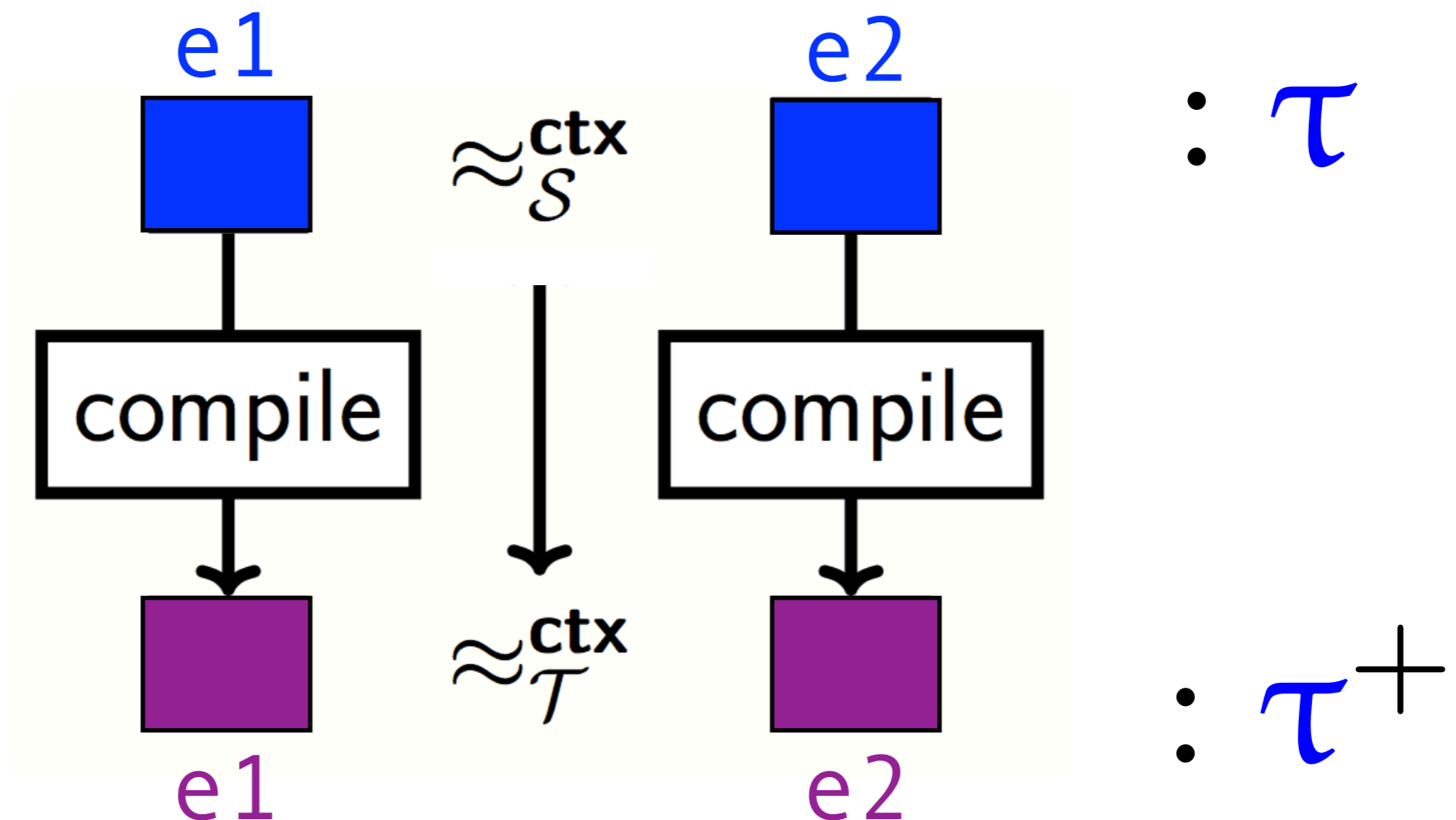
1. Add target features to the source language. **Bad!**
2. Dynamics checks: catch badly behaved code in the act.
Performance cost
3. Static checks: rule out badly behaved code in the first place
Verification

Type-Preserving Compilation

$$e : \tau \rightsquigarrow e : \tau^+$$

Type-Preserving Secure Compilation

Preserve well-typedness & equivalence



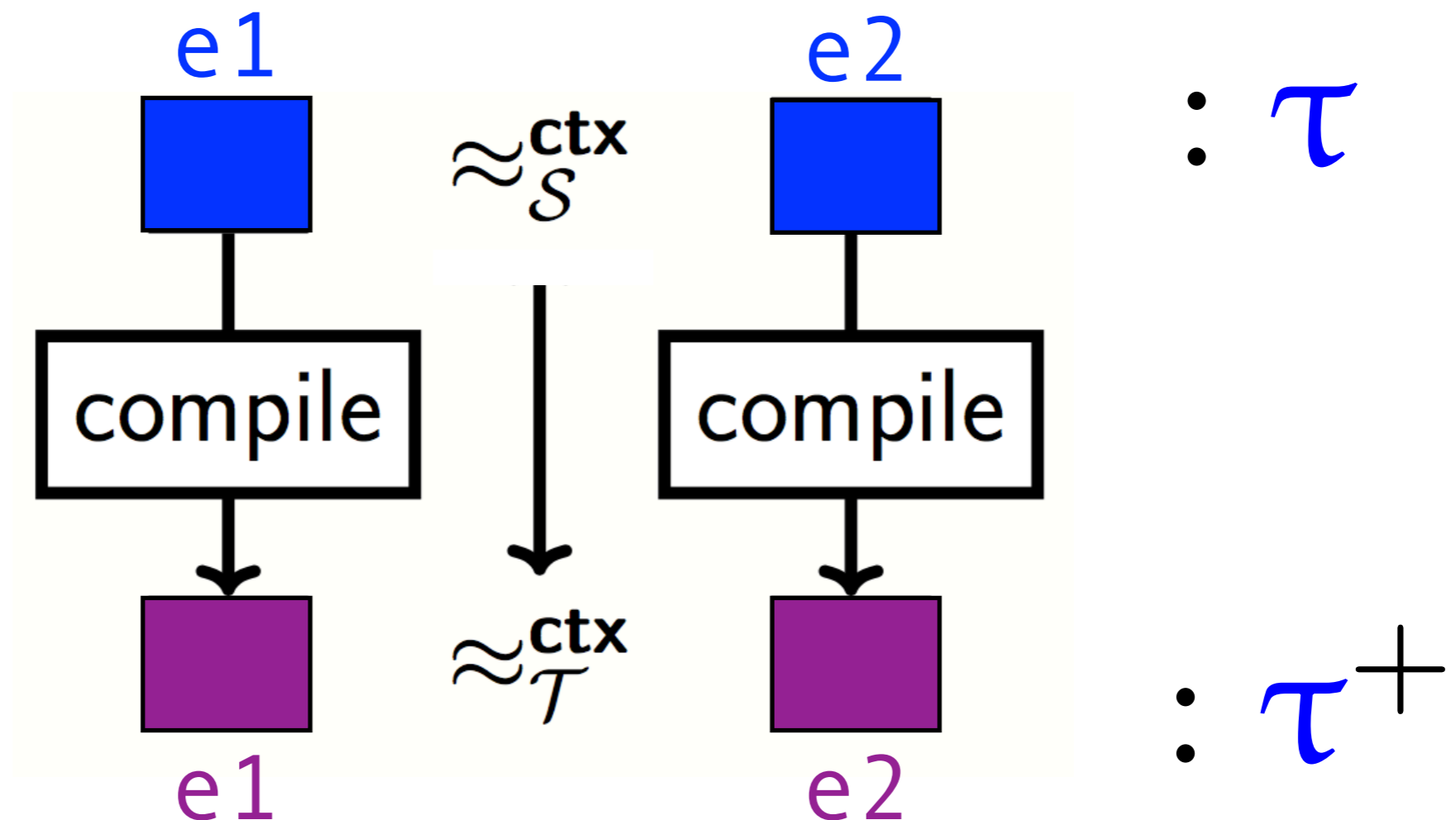
Type-Preserving Compilation

$$e : \tau \rightsquigarrow e' : \tau^+$$

- System F to Typed Assembly Language
[Morrisett et al. POPL'97, TOPLAS'98]
- Typed compilation of Featherweight Java to F-omega,
private fields to existential type *[League et al. TOPLAS'02]*
- FINE (F# with refinement & affine types) to DCIL
(dependent CIL) *[Chen et al. PLDI'10]*
- Security-type-preserving compilation from WHILE lang. to
stack-based TAL (both languages satisfy noninterference).
Extended to concurrent setting with thread creation,
secure scheduler *[Barthe et al. 2007, 2010]*

Type-Preserving Secure Compilation

Preserve well-typedness & equivalence



Challenge: Proving Full Abstraction

Suppose $\Gamma \vdash e_1 : \tau \rightsquigarrow e_1$ and $\Gamma \vdash e_2 : \tau \rightsquigarrow e_2$

$$\Gamma \vdash e_1 \approx_S^{ctx} e_2 : \tau$$



$$\Gamma^+ \vdash e_1 \approx_T^{ctx} e_2 : \tau^+$$

Challenge: Proving Full Abstraction

Suppose $\Gamma \vdash e_1 : \tau \rightsquigarrow e_1$ and $\Gamma \vdash e_2 : \tau \rightsquigarrow e_2$

Given:

$$\Gamma \vdash e_1 \approx_S^{ctx} e_2 : \tau$$

No C_S can
distinguish e_1, e_2



$$\Gamma^+ \vdash e_1 \approx_T^{ctx} e_2 : \tau^+$$

Challenge: Proving Full Abstraction

Suppose $\Gamma \vdash e_1 : \tau \rightsquigarrow e_1$ and $\Gamma \vdash e_2 : \tau \rightsquigarrow e_2$

Given:

$$\Gamma \vdash e_1 \approx_S^{ctx} e_2 : \tau$$

No C_S can
distinguish e_1, e_2

Show:

Given arbitrary C_T
it cannot distinguish e_1, e_2



$$\Gamma^+ \vdash e_1 \approx_T^{ctx} e_2 : \tau^+$$

Challenge: Proving Full Abstraction

Suppose $\Gamma \vdash e_1 : \tau \rightsquigarrow e_1$ and $\Gamma \vdash e_2 : \tau \rightsquigarrow e_2$

Given:

$$\Gamma \vdash e_1 \approx_S^{ctx} e_2 : \tau$$

No C_S can
distinguish e_1, e_2

Show:

Given arbitrary C_T
it cannot distinguish e_1, e_2


$$\Gamma^+ \vdash e_1 \approx_T^{ctx} e_2 : \tau^+$$

Need to be able to
“back-translate” C_T
to an equivalent C_S

Closure Conversion

On board: Translation Correctness and Full Abstraction

